

MELBOURNE
HOUSE
PRESENTS

COMPUTER
BOOKS &
SOFTWARE



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MELBOURNE HOUSE

Dear Computer User:

I am very pleased to be able to let you know of the books and software that Melbourne House has published for a wide range of microcomputers.

Our aim is to present the best possible books and software for most home computers. Our books present information that is suitable for the beginner computer user right through to the experienced computer programmer or hobbyist.

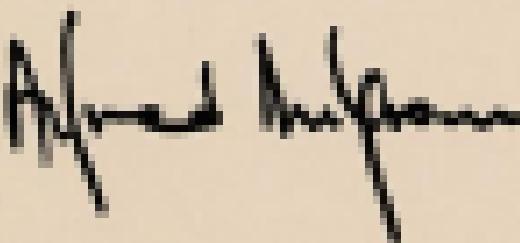
Our software aims to bring out the most possible from each computer. Each program has been written to be a state-of-the-art work. The result has been software that has been internationally acclaimed.

I would like to hear from you if you have any comments or suggestions about our books and software, or what you would like to see us publish.

If you have written something for your computer—a program, an article, or a book—then please send it to us. We will give you a prompt reply as to whether it is a work that we could publish.

I trust that you will enjoy our books and software.

Yours sincerely,



Alfred Milgrom
Publisher

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ZX81/TS1000 BOOKS & SOFTWARE



The Sinclair Z8000 was first released in the United Kingdom in 1982 by Sinclair Research and in 1983 the Z80, version of the computer was released in the United States by the Texas Corporation as the Texas TS1000.

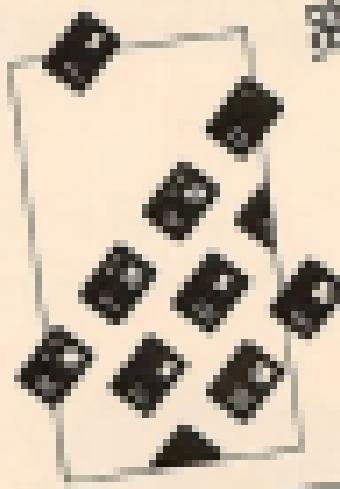
These two computers are directly comparable for the amount of RAM memory available in the unexpanded version: the Z8000 has 16 kB of RAM while the TS1000 has 32 kB RAM.

All of our books and software in the following pages are equally suitable for the Z8000 or TS1000. In the case of software, some programs will manage expansion boards — this is true for either Z8000 or TS1000.

The Complete
Basic Course
for the Sinclair ZX81

Basic Course

THE COMPLETE BASIC COURSE MANUAL



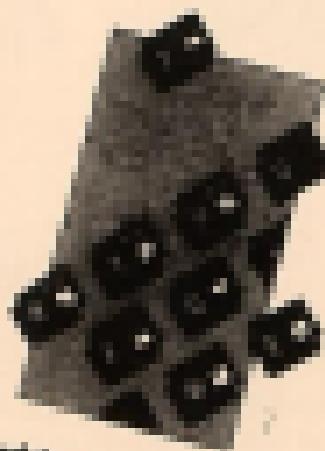
Whether you're a first time micro computer user or an old hand, The Basic Course is an essential aid for anyone wishing to program the ZX81/TI-990. This book is a complete step by step guide to writing and running programs, and features test yourself exercises throughout to ensure your understanding is complete. As you become more proficient with computing the Complete Basic Course will continue to be an essential guide, giving you finger tip references, numerous advanced programming techniques and memory saving devices specifically for the Sinclair ZX81. Even if the idea of writing programs is completely terrifying to you, the Complete Basic Course will show you just how easy it is. In no time you will be able to write and enjoy complex programs for whatever you desire. Every concept, every function is fully described by simple programs that you can enter on your Sinclair ZX81 in minutes. The book also contains over 100 useful ready to enter programs.

SYNCG magazine said: " If you have any interest in learning to program your ZX81, especially if you are new to computing, I would recommend this course highly."

**Commodore Sinclair
ZX81/ZX82 £8.99
Basic Course
- on cassette**



Cassette 1 of 2



**Commodore Sinclair
ZX81/ZX82 £8.99
Basic Course
- on cassette**

**BASIC COURSE
CASSETTES**

An essential adjunct to the Basic Course for easier programming.

Course 1:
Bubble Sort
Numbers
Bar Chart
Teleport
Space Fighter
Asteroids
Escape from Death Star
Line Reservation
Memory Left
Screenline

Course 2:
Character Generator
Maze from Planes
Draughts Book Balancing
Geometry Test
Hot Air Balloons
Galaxies
Space Pendulum
Gorillas

These courses are for any
Modem ZX81/ZX82 £8.99

30 PROGRAMS
FOR THE
SINCLAIR

ZX81



MOTOMIX
30 PROGRAMS

An exciting collection of programs written specifically to enable you to get the most out of your standard ZX81 (16K RAM).

With 30 programs to choose from, the fun and thrills are endless.

Toss your skill with such favourites as Star Wars, Lunar Lander, Blackjack and Adventure. There's even a program that turns your ZX81 (16K RAM) into a tough-chip challenger.

The book also has detailed explanations on how each program was written, plus many programming hints and tips which enable you to expand your knowledge as well as your pleasure.

ZX Computing said: "This book shows just how much can be crammed into Sinclair's tiny 84x11 chips!"

MACHINE LANGUAGE

MADE SIMPLE

SIMPLY FOR THE SINCLAIR & TIMEX TS1000

MACHINE
LANGUAGE MADE
SIMPLE



ZX81 ZX80 ZX81Z

The ideal book for ZX81/TIMEX user who has mastered BASIC and now wants to develop further.

Written in a straightforward and friendly style with no bewildering computer jargon, this book will teach the necessary skills required to gain full use of the ZX81/TIMEX's capabilities. Each Machine Language command is explained fully and exercises are used as effective learning aids.

Software Magazine's review had this to say: "I wanted to review this book because I'm the person it was written for.

"I taught myself BASIC and can now do most of the things I want to with it. I felt that Machine Language would be a good addition to speed up some programs and improve display. The idea of Machine Language 'made simple' appealed to me. Each Machine Language command is explained with exercises as learning aids.

"It's best explanation of Machine Language for Machine Language beginners I've seen. Its friendly style is pleasant reading and simple analogies help make this language clear. This introduction is a must."

UNDERSTANDING YOUR Z801 ROM



UNDERSTANDING YOUR Z801 ROM

By
Dr. Ian Logan

Dr. Ian Logan clearly and carefully explains all the facilities of the Z801/T81000 ROM and how you can use it in your own programs.

The book includes a special section showing how you can squeeze more power into your Z801/T81000 with the use of machine language and machine language subroutines.

Packed with valuable information this book is essential for the serious programmer who really wants to unlock the Z801/T81000 completely.

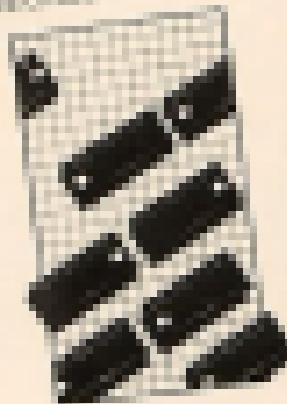
Z801 magazine said:

"Programmers will recognise Dr. Logan as a major Z801/T81 expert whose writings are well established. Understanding Your Z801 ROM is no exception. The book is written for a serious beginner who has a fairly good knowledge of Basic and wishes to take advantage of Z801 machine code execution speed. It supplements, but does not replace, the Z801 manual which must be used as a reference."

Understanding Your Z801 ROM "contains a tremendous amount of information and is well worth the cost. Understanding Your Z801 ROM would be a valuable addition to most Z8000/T81 libraries, and for the serious programmer it should be high on the list."

Book, paper 108 x 160mm.
Price £10.00/ \$20.00

The Complete Interactive
Z8000/6502 ROM
Disassembly
<http://www.z8000.com/~mike/rom/>
by Mike Lagan
& Frank O'Hare



ROM Disassembly

THE COMPLETE ROM DISASSEMBLY

by
Dr. Mike Lagan &
Dr. Frank O'Hare

This book is for the experienced programmer who wants to get right into the heart of his Z8000/6502 ROM, its ROM control program.

Written by Dr. Mike Lagan and Frank O'Hare who are recognized as two of the leading experts in Zilog microprocessor technology today, each routine of the Z8000/6502 ROM is completely disassembled and its function fully explained. Written in an easy to follow format, great care has been taken by the authors to ensure the reader fully understands the ROM operation.

Part A covers all routines except the floating point calculator. Part B covers the functions of all the routines involved in the evaluation of expression as well as a detailed explanation of the Floating point calculator.

Accolished by the French Personal Computing magazine L'Ordinateur Personnel as a book that will allow anyone well versed in BASIC to move themselves confidently into machine language programming, this book is a must for the serious Z8000/6502 programmer wishing to expand his programming abilities.

THE INS AND OUTS OF THE
TS1000/ZX81

TIMEX TS1000 & ZX81

By DON THOMAS
A complete guide to the TS1000/ZX81.

INS AND OUTS OF THE TIMEX

By
Don Thomas

The *Ins and Outs of the TS1000/ZX81* contains the complete circuit diagram of this amazing microcomputer, as well as a full discussion of the unorthodox methods which are used in making this microcomputer do what it does.

The most remarkable aspect of the TS1000/ZX81 is that it is essentially composed only of a television modulator and four chips: a RAM chip, which is the memory available to the user, a ROM chip, which contains the built-in instructions of the computer, a Z80 chip, which is the central processor, and a ULA chip, which is a chip specially designed and built for Sinclair.

Just how these components are put together and what they do is revealed in this book by Don Thomas.

The author also includes a number of practical projects to enable you to take full advantage of the systems features including expanding its memory capabilities.

The *Ins and Outs of the TS1000/ZX81* is the only book to deal with the hardware aspects of the TS1000/ZX81, and a must for anyone interested in expanding their computer.

GameStation Home

11 GAMES!



GAMESTATION HOME

GAMESTATION

HOME 2

**Starfighter
Pyramids & Art**

**Starfighter
Pyramids & Art**

by
J.K. Green

GAMES-TAPE 1

Eleven exciting games designed to push you and your standard ZX81/ZX1000 to the limit.

All your arcade favourites are here, including Asteroids, UPG, Bomber and Crash Landing.

GAMES-TAPE 2

Starfighter — a gripping machine cycle space battle with fast break action, stunning graphics and blinding explosions.

Pyramid — make one wrong move and the whole Pyramid will collapse, is this mind stretching strategy game that requires all your skills and patience.

Artist — expand your creative talents by using the screen as your sketchpad, then store all your masterpieces on tape.

GameStation 1 comes in for any Sinclair ZX81/ZX1000/TB1/H800.

GameStation 2 comes in requires 64K memory.

For every eight games these cartridges cost just £10.00 each or £100.00 for the full range.

Adventure House

Catacombs

GAMETAPE NO. 3

By
A.R. George

Computer and Video games magazine described Catacombs as an addictive game that will keep you hooked for hours, days or perhaps forever.

This is the ultimate multi-level adventure with unlimited rooms, designed to test the skill of even the best player.

Each level of the Catacombs contains up to nine rooms and each one is connected to the others by dark and mysterious passage ways.

As you creep from room to room in your search to discover the hidden treasure, beware because the Catacombs are haunted! Phantoms and monsters lurk in the shadows and around every corner there could be something evil waiting to snare the unwary.

Once you master one level do not relax because as your search continues, each new level is completely different from the last and much more difficult.

Are you ready to go down to the Catacombs?

Consumer Info:
Software 2248 L/Times 711-000
Requires 16K memory.
The copyright owners this program is not available for sale outside the U.S.A.

PlayStation Games

3D Monster Maze



GAMESHAPE HD 4

by Michael Evans

Enter a terrifying journey through the endless corridors of the ultimate maze.

Your task of finding the exit is difficult enough, even worse, out there somewhere is a predatory monster with only one thing in mind — his next meal.

As you shuffle from one dead end to another, you must fight to control your rising panic. Once confusion and fear overwhelm your senses, you will never leave the Monster Maze.

The fantastic 3D graphics of this game use all the capabilities of the Z3D/UTS/D3D to their maximum and makes your predicament seem frighteningly real.

Z3D Computer agrees and it all with this review: "If I had to choose just one program to impress an audience with the capabilities of the Z3D/UTS/D3D, then 3D Monster Maze would be the one".

Specifications:
Sunrise Z3D/UTS/D3D
PlayStation 16M memory
For experienced players: this program is not available for sale outside the U.S.A.

REVIEWED FOR

3D Orbiter



GAMETAP NO. 5

By
Malcolm Evans

Strapped into the cockpit of your orbiter, you are assigned to guard your home planet from invading alien space craft. With the aid of stunning 3D graphics, you actually look out into space through your fighter's cockpit window.

As you maneuver through the upper atmosphere, the constantly changing patterns of neighbouring planets and distant stars is very inspiring.

Suddenly, without warning, an enemy attack craft swoops down bent on your destruction. You grab your firing button and your cockpit is bathed in blinding light as the alien ship disintegrates — a lucky escape.

Almost immediately, another alien fighter ploughs into the attack, expanding at an amazing rate until every detail is in sharp focus. You both open fire simultaneously — only one craft will survive. Shall it be yours?

3D Orbiter — an space adventure that takes you beyond anything you've experienced before.

Computer

Reviewed ZX81 ITT/Amstrad PC1600

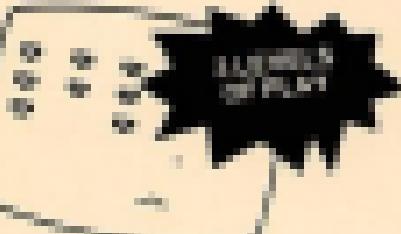
Requires 16K memory

For conventional reasons this program is not available for sale outside the U.K.

WALL BUSTERS

WALL BUSTERS
SUPER INVASION

SUPER INVASION



For ZX81
& ZX80
from Tomy

WALL BUSTERS

As you break through the first barrier, you might think you've got this game beaten... but think again, because the real action is just beginning.

You'll need every ounce of skill to keep the wildly ricocheting ball on target, because every time you reach a new level, the ball gets faster.

SUPER INVASION

A battle formation of alien shocktroops advances as your ship flies in never ending waves. Each one you destroy is replaced with another even more ferocious, as they try desperately to overwhelm you.

Quick reflexes and rock steady nerves are essential to survive the Super Invasion.

These games are for Standard
Model ZX81/Plus/Tomy

SPACETREK



By
Neil Shusterman

By
Grenville
Marsden

SPACETREK

As commander of the starship Endeavor, you must seek out and destroy the dreaded Braxen Fleet before they invade the entire 124 sectors of the Galaxy.

Good luck, commander.

COMBAT FLIGHT

You are the commander of an attack fighter on patrol over dangerous mountain terrain.

Alien ships are hell bent on your destruction and are ready to pounce.

Remember to watch those mountains and don't fly too high because either way, you'll never live to fly again.

SPACE TREK COMBAT FLIGHT

COMBAT FLIGHT



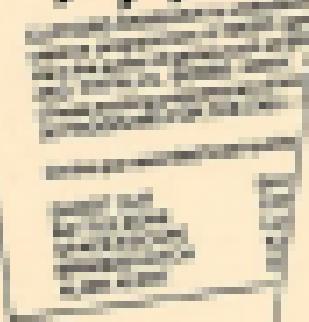
Space Trek Combat Flight
A Computer Strategy Game

These games are for:
Star Trek 25th Anniversary Edition
PlayStation 1000 Games

10 EXCITING
PROGRAMS
TOOLBOX

10 EXCITING
PROGRAMS
TOOLBOX

EX-TOOLBOX



By
Clifford
Hamilton

By
Dr. Ian Logan &
David Ward



10 EXCITING PROGRAMS

10 exciting games to turn your standard ZX81/TX1000 micro computer into an entire arcade of fun and thrills.

Also included are suggestions for upgrading these programs for ZX81/TX1000 users with additional memory.

TOOLBOX TAPE

Features three super utility programs for any ZX81/TX1000 user tape.

Discribe — Shows you your programs and tells you what's in them.

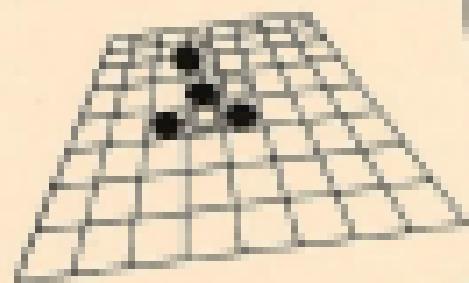
Record — saves data on tape and reads it back into the program later.

Traceit — Enables you to achieve better graphics in your own programs.

This software is for the
ZX81/TX1000/TX1000M

REVERSI

An COMPUTERIZED
PROGRAM



REVERSI

by
Dr. Ian Logan

Now your own standard ZX81/TTS100 becomes the ultimate opponent in Reversi, an exceptional game of strategy and logic.

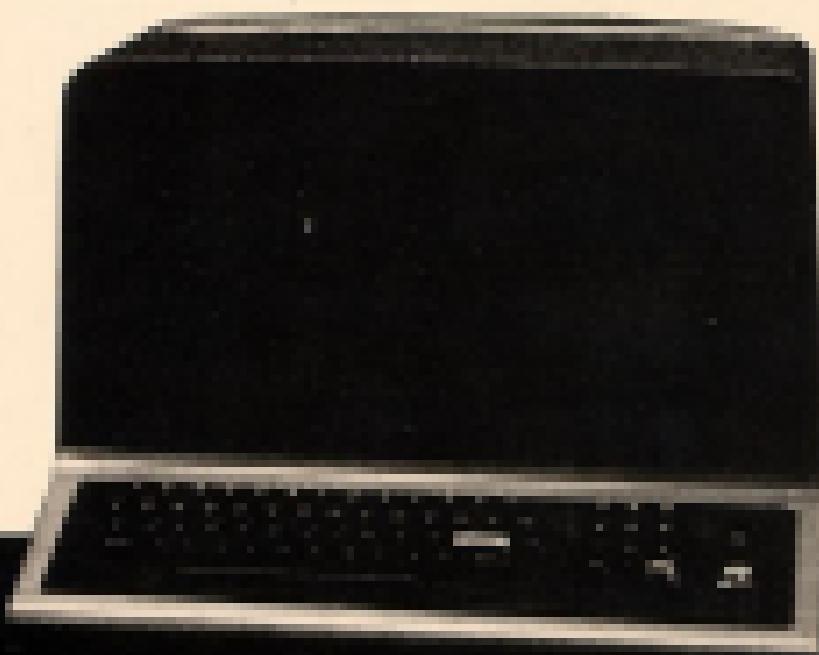
Reversi is played by the rules of Othello, and the 6x6 game board is displayed on the screen.

Reversi plays a demanding game forcing you to consider the consequences of each move very carefully and allows only legal moves.

You are offered the choice of starting positions and may move first or second. Once the game has commenced, Reversi will provide you with a challenge more difficult than you ever dreamed possible from the standard ZX81/TTS100.

If you demand a game that will push your strategy well to its outer limits — look no further than Reversi.

TRS80 SOFTWARE





PENETRATOR

By
Philip Mitchell

You are the sole survivor of a fighter squadron whose mission is to penetrate four enemy defense rings, destroy their radar bases and return safely to base — an almost impossible task.

You will need all your skill and cunning to continuously dodge the enemy, launch your missiles and drop your bombs. Only the best survival. Watch out for those radar bases — or the enemy will get too much information about your flight plans and you'll be finished.

Featuring fast flying action, awesome looks, Penetrator gives you arcade style graphics and sound you didn't believe possible on your TRS-80.

Each package actually contains hundreds of different games, due to the unique feature that allows you to change the conditions of the game at will. For example, you may make custom landscapes to suit your ability, and you can even remove difficult areas and add or subtract missiles and radar bases.

Another excellent feature is the training mode. They enable you to play the game continuously until you have refined your skills and are ready for the real thing.

80 Micro magazine called Penetrator 'The state of the art game' for the TRS-80.

Penetrator costs \$14.95.
TRS-80 Model II/III
Disk version requires
minimum 256K memory

STRIKE FORCE

THE ULTIMATE CHALLENGE
Test your skills and
imagination beyond
the planet.
It's a game you'll never
forget.

STRIKE FORCE

By
William Tang

The ultimate challenge is attack action based on destroying your enemies about game software! You'll need iron muscles and nerves of steel to go back and defend a world of vulnerable cities under relentless alien attack.

You are a mighty warrior leader of these cities. Armed with rapid fire missiles, long range radar and inventory star shells, you'll need breathless speed to combat all the bombers, fighter jets and missiles that are thrown into the attack. Your force field will give you temporary safety but watch out! Fast, evasive, lightning fast response and a keen sense of strategy are not just important — they're imperative to your life and the lives of millions of city dwellers! Strike Force stretches your skills and imagination beyond this planet. It is undoubtedly the fastest, most complex game you will ever see!

Commodore version for only
\$19.95/MSX \$19.95
Disk version requires
minimum 32K memory



MARTIAN PATROL

by
Mark Morris

The most feared invasion on the planet Mars can now be yours: the dreaded Martian Patrol, in this game of skill, challenge and unfathomable selection!

As you cross the security perimeter and plunge deep into hostile landscapes, you can't relax for a second.

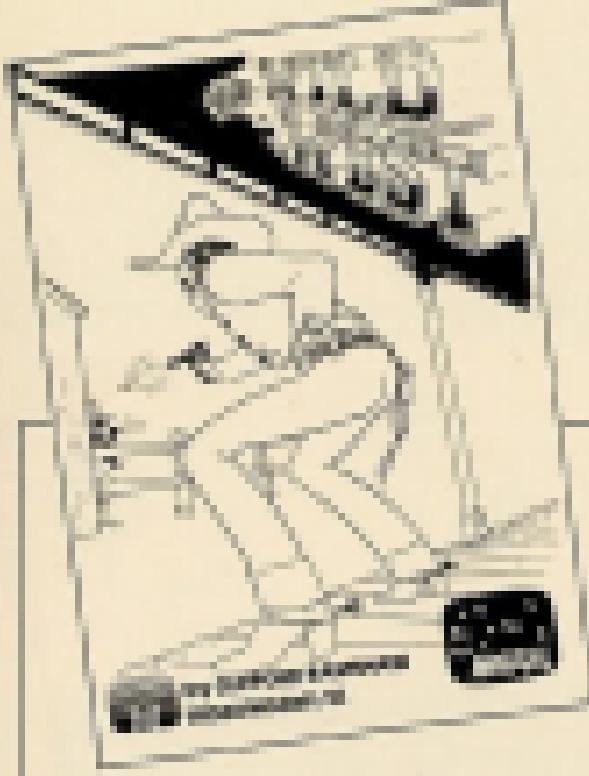
The rugged martian terrain is riddled with craters and jagged outcrops which must be negotiated with extreme caution. You can jump the smaller obstacles but beware, the larger ones must be blasted away or your craft will be destroyed in a devastating explosion!

Suddenly your sensors detect alien craft attacking — instant offensive action is needed before the alien assault craft mutate into their final killer incarnation and destroy you.

Do you have the skill to control your patrol craft while you combat this savage attack, or will the Martian Patrol claim yet another victim?

If you deserve a space game that stretches your ability to its outer limits — then prepare for the mission only the toughest survive: the Martian Patrol.

Compatible with any
TURBO Model 1000
One monitor required
Minimum 128K memory



WILD WEST

by Clifford Abraham

So, you think the good guys always win?

Now you've got a chance to turn the tables in this exciting arcade adventure that lets you relive the hair-raising exploits of the West's most notorious outlaw — Jesse James.

You'll need to live up to Jesse's code of the fastest gun in the West to escape from the deadly Texas Rangers ambush.

Once you've broken out you'll have every lawman in Texas on your trail, chasing you from one town up to the next.

As you become more daring, you try to rob a stolen payroll from a tribe of savage Indians right in their own camp!

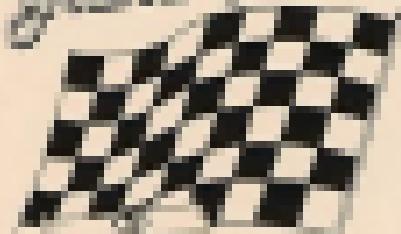
But, when you board the Mail Train, blow the safe and outrun the company guards, you'll really hit the headlines.

How you attempt the big one, The Dodge City Bank Heist...will you get away again? Or will the sheriff put you back in Fort Hill with all the other bad guys?

In this game, you'd better keep your finger on the trigger, and watch your back because, in the Wild West, every lawman and bounty hunter will be gunning for you!

Commodore 64
Tandy Model 1000
One version requires
minimum 32K memory

Grand Prix BO



By
Rick Morris

By
Christopher Abraham

GRAND PRIX SPACE ATTACK



GRAND PRIX BO

Experience the thrills of driving in the fast lane behind the wheel of the most powerful vehicle you驾驶, and race it in the ultimate test of driving skill — the Formula 1 Grand Prix.

Race through arenas and roads to reach the champion flag, because in a Grand Prix, only one car finishes first. Will it be you?

SPACE ATTACK

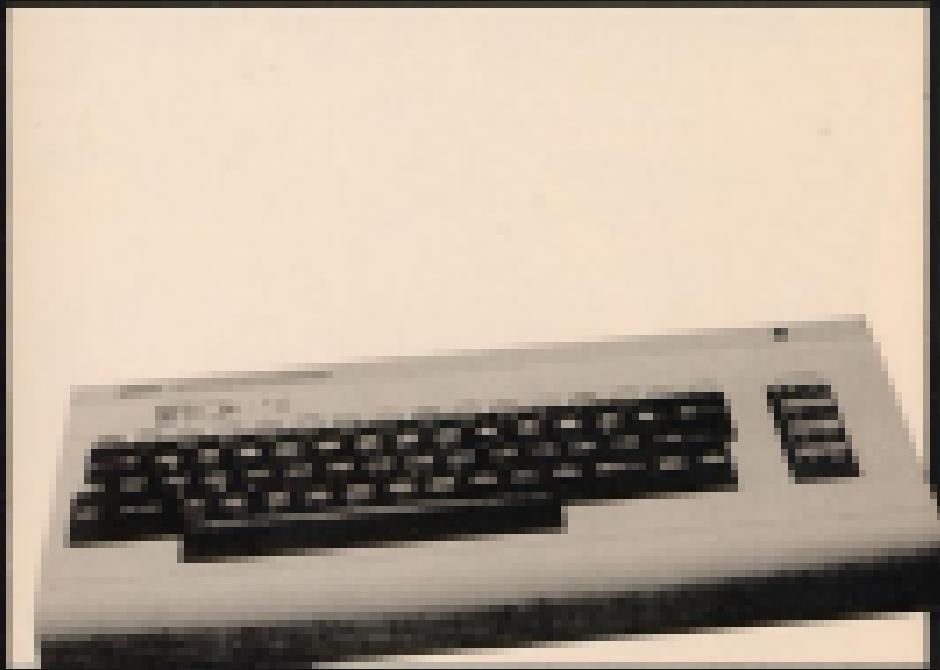
In a dizzying combination of your favorite space games, *Observe*, the space alien terrorist unleashes a massive attack on your city with only one objective: Total destruction.

You must draw on all your resources and skill to repulse this savage onslaught.

Are you ready to face the ultimate challenge of space game skill? You might not be so sure once the space attack begins!

Grand Prix BO and
TSSC Model 1711
Disk version requires
minimum 32K memory

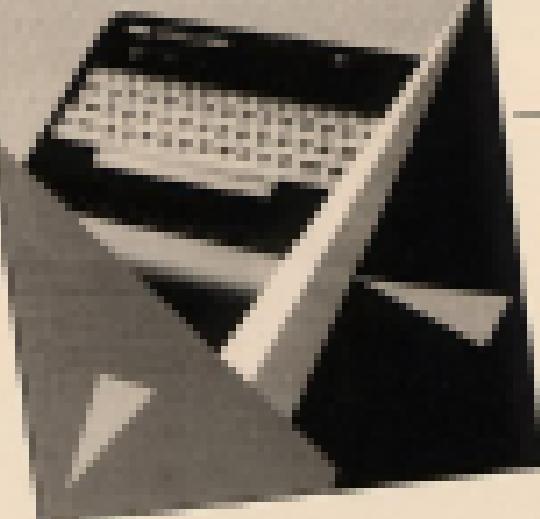
VIC
BOOK & SOFTWARE



VIC

INNOVATIVE COMPUTING

Clifford Rambeau



VIC INNOVATIVE COMPUTING

by
Clifford Rambeau

Written with great skill and imagination by Clifford Rambeau, who is recognized as one of the most creative computer game programmers today, this book contains 30 exciting programs that will open a new dimension in using your standard VIC 20.

VIC Innovating Computing features exciting arcade action favorites like Mayhem Attack, Honey and Rover Flight to score games such as Grand Prix, Squash and Quor. Also included are mind bending strategy games designed to keep you occupied for hours. VIC Innovative Computing contains a complete listing of all these games printed in an easy to understand format.

Critics have been very impressed with VIC Innovative Computing — this is only part of Commodore Computing's excellent review:

"Any book which uses colour inside as well as a glossy front cover, makes an immediate advantage over many of its competitors". "The listing work and that is the great point in their favour". "Some of the games will keep you entertained happily occupied for hours".

Book, paper, 128 x 216mm
160 double page
ISBN 0 85059 102 0



VIC INNOVATIVE COMPUTING CASSETTES

by
Clifford Ramey

Each cassette contains about five (unpublished) arcade action games from the master programmer, Clifford Ramey, and is designed to give you the best your VIC 20 has to offer.

Cassette 1 — Bomber, Dumper, Nuclear Attack, Bumperboat, Space Flight, Battle Ship, Crossbow.

Cassette 2 — Alien Invasion, Rat Trap, Grand Prix, Walkie, Bomber Attack, Hangman, Solitaire.

Cassette 3 — Hopper, Save the Shuttle, Invasion, Dragon Lake, Bumper, Blackjack, Squash.

These cassettes are for
Standard VIC 20.

Multiuser ports
Network interface card
and more for standard

VIC 20 The Wizard & the Princess

WIZARD & PRINCESS
VIC GAMES PACK



By
Christopher
Hannigan

VIC Games Pack

Turn your VIC 20 into an entire armada of fast action space games...

Alien InvadersTM *Blastoff!* *Invasion!TM*

Ground Attack! *Space PlunderTM*

Games marked with TM contain machine code. The Games Pack represents unbeatable value for your standard VIC 20!

WIZARD AND THE PRINCESS

Rescue a beautiful princess from the grasp of an evil Wizard in this multi-part medieval graphics adventure.

To succeed you must storm the wizard's castle, slay fire breathing dragons and engage in deadly combat with evil trolls and mages.

A challenge only the stout-hearted will survive.

These cartridges are for
Standard VIC 20

DRAGON BOOK & SOFTWARE





ENTER THE DRAGON

By
Colin Carter

A fresh and highly creative collection of ready-made programs designed specifically for the Dragon 32 micro. Created by the sharpest minds in micro software today, this book will teach you how to maximize the entire range of your Dragon's impressive capabilities.

Using easy-to-follow Programmed Listings, this book turns your Dragon 32 into a complete armada of fast action space and adventure games. All your favourites are there including Laser Lander, Dragon Invaders and Miner 2049er, plus there's an entire collection of Pagan and exciting new games such as 3-D Treasure Hunt and Flight Simulator.

Each program fully extends the excellent colour resolution of the Dragon 32's graphics and the action is faster than you ever thought possible.

Your overall knowledge of computer operation will be expanded too. Both program features are in depth explanation of how and why it runs and illustrations of screen displays back up the text to ensure you understand exactly what will be achieved.

The book even includes many programming tips and hints usually reserved only for the experts.

So, whether you are a first time computer user or an old hand if you want to make your Dragon really perform, and feel the satisfaction of doing it yourself, this is the book that will show you how. *Master the Dragon*. It will teach you how to make your Dragon roar!



ENTER THE DRAGON
- SUPER CASSETTE A
- SUPER CASSETTE B



ENTER THE DRAGON CASSETTE A.

A collection of 15 arcade action favourites from the Enter the Dragon book, containing 3D Treasure Hunt, Guess, Blackjack, Simultaneous Counters, Lunar Lander, Space Pursuit, Bomber, Chopper, Pinball, Car Race, Ten-Pin Bowling, Flight Simulator, Draw, Dragon Clock, Chess.

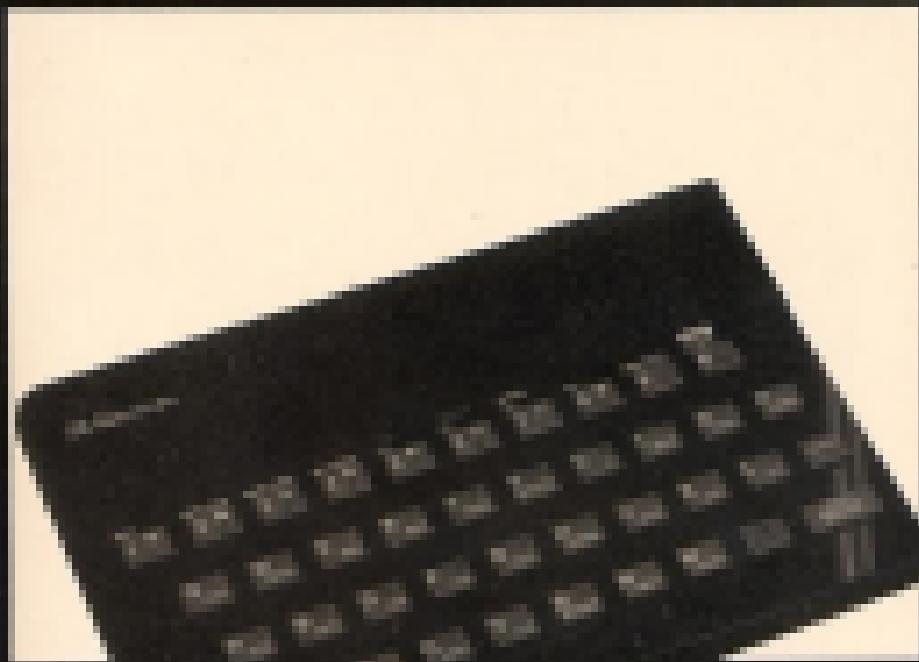
ENTER THE DRAGON CASSETTE B.

By demand, another 14 popular arcade game programs from Enter the Dragon.

This cassette contains Pool, Marble Search, Leaflog Simulation, Jackpot, Bubble Sort, Dragon Invader, Race Driver, Alien Blitz, Eliminator, Miner Storm, Talking Dragon, Draughts, Adventure.

These cassettes run on the
Dragon 32.

SPECTRUM BOOKS & SOFTWARE



The Sinclair Spectrum was released in 1982 by Sinclair Research in the United Kingdom.

A version of this computer will be released in the U.S.A. by the Texas Computer Inc. in 1983 as the Texas TEC2000.

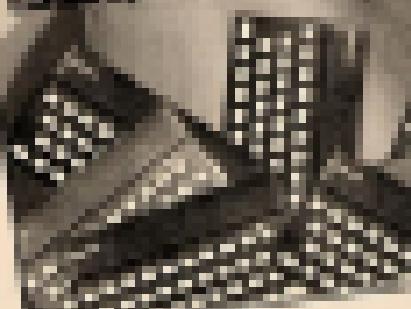
Substantial changes are being made by the Texas Computer to the Spectrum and the TEC2000 will be a different computer - changes are being made to the PZ80 and the hardware design.

This suggests that the following books and software are not suitable for the TEC2000. Multicart Books will be releasing TEC2000 editions of all these books and software shortly.

OVER THE SPECTRUM

TOP
COLOUR
PROGRAMS

Edited by Philip Williams



OVER THE SPECTRUM

By
Philip Williams

Chosen by Personal Computer World as the clear winner in the Spectrum software stakes Over the Spectrum is the book where your dreams really do come true!

Featuring a full listing of over 20 programs, this book will show you how to use your Spectrum's complete facilities to their maximum.

From exciting arcade favourites like Freeway, Frogger, Berzerk, Space Invaders and Spacejam Invaders to strategy games like Chess and Adventure, Over the Spectrum will have you eager to turn the page and discover more.

And that's not all - Utilities, Business Programs, Educational Programs, plus programming tips, hints on extending the graphic capabilities are all included making this the definitive book for every Spectrum user.

Over the Spectrum is "not a teach-yourself-programming guide, it is a collection of programs." "The listings are not trivial, and the result is well worth the effort. The book is liberally illustrated in colour showing screen displays for almost all the programs so you know what you are trying to achieve at the outset."

"Take a bare pcgs, and give us rays." (Personal Computer World).

Book, paper, 110 x 210mm
Includes 8 colour pages
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SPECTRUM MACHINE LANGUAGE FOR THE ABSOLUTE BEGINNER



by William Teague

SPECTRUM MACHINE LANGUAGE FOR THE ABSOLUTE BEGINNER

by
William Teague

If you are frustrated by the limitations of Basic and want to write faster, more powerful space saving programs or subroutines, then Spectrum Machine Language for the absolute beginner is the book for you.

Even with no previous experience of computer languages you will be able to discover the ease and power of the Spectrum's own language. Each chapter is written in a 'no jargon' straightforward approach and includes specific examples of machine language applications that can be demonstrated and used on your Spectrum.

A self test questionnaire is also included to ensure your learning process is complete.

At the end of the book, all this is brought together into an entire machine language program - from design right through to the complete listing of an exciting, original arcade game.

This is the book that has proven itself to be the best selling Spectrum book in the UK.

The Spectrum Machine Language Course contains all the major programs from the book, including the entire machine code program for *Freeway Prog*.

Book, paper, 112 x 174mm. £6.99 in the UK,
\$12.95 in the USA.

UNDERSTANDING YOUR SPECTRUM

DR. IAN LOGAN



UNDERSTANDING YOUR SPECTRUM

by
Dr. Ian Logan

A complete overview of the remarkable Spectrum for both BASIC and machine language programmers by the distinguished Dr. Ian Logan.

In the author's own words this book has three distinct aims: to explain in simple terms how the Spectrum works, to teach Z80 machine code from the first principles and to give details of important entry points so that efficient programs can be written. All these objectives are fully achieved.

Also included is a special section on how the ROM system actually operates. This section gives an excellent insight into the Spectrum and provides the reader valuable information on how to use the ROM for your own programs.

This book has been received brilliantly by thousands of Spectrum owners, with the following unsolicited reader's comments: "I regard this book not only as the most outstanding on the Spectrum, but the best publication on computer programming that I have come across anywhere."

Understanding Your Spectrum is an invaluable guide for programmers requiring a fuller understanding of how the Spectrum operates by one of the world's leading authorities on the Sinclair microcomputers.

Book price £10.00 (UK)
ISBN 0 85059 111 8

The Complete Spectrum ROM Disassembly



Dr Ian Logan & Dr Frank O'Hare

THE COMPLETE SPECTRUM ROM DISASSEMBLY

By
Dr. Ian Logan &
Dr. Frank O'Hare

This is the book for the serious programmer who wants to get right to the heart of the Spectrum system: the ZX ROM control program.

The ZX ROM program of the Spectrum is a complex Z80 machine code program. Its overall structure is very clear in that it is divided into three major parts:

- a. Input/Output routines.
- b. BASIC interpreter.
- c. Expression handling.

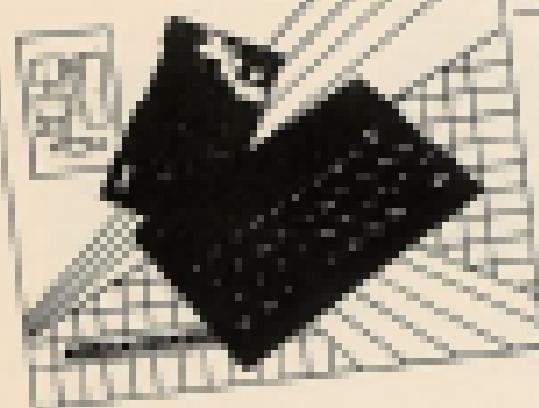
In this book, Dr. Ian Logan and Dr. Frank O'Hare examine this operating system and explain exactly what it is that makes the Spectrum operate in the way that it does. Every routine in the ROM has been disassembled and has full comments on what its function is and how it relates to the other functions in the ROM. Each aspect of the Spectrum operation is discussed in detail.

If you are serious about machine language programming on the Spectrum, then you must have this book.

SPECTRUM Hardware MANUAL

SPECTRUM
HARDWARE MANUAL

By
Adrian Dickens



The Sinclair Spectrum has revolutionised the world of microcomputers with its ability to offer a very much increased colour component at a price that would have been unthinkable just a couple of years ago.

Now Adrian Dickens explains exactly what is inside the Spectrum, and how it works.

Full circuit-diagrams and a detailed explanation of each component make it easy to understand the hardware side of this remarkable microcomputer.

Many features not revealed in the Sinclair Manual are discussed here: how to adjust the colour for your own TV set, how to amplify the sound of the internal loudspeaker, and much more.

Practical hardware projects include how to connect a full size keyboard, connecting the Spectrum to the outside world, and how to build your own joystick for use with the Spectrum.

The Spectrum Hardware Manual is a book that will be an essential companion to anyone wishing to discover how the Spectrum operates or wishing to expand its potential.

Book, paper, 130 x 190mm
ISBN 0 85030 317 2

OVER THE SPECTRUM

**OVER THE SPECTRUM
CASSETTES**

SPEC OVER THE SPECTRUM

SPEC OVER THE SPECTRUM

Cassette

**9 Programs
on the
SPECTRUM**

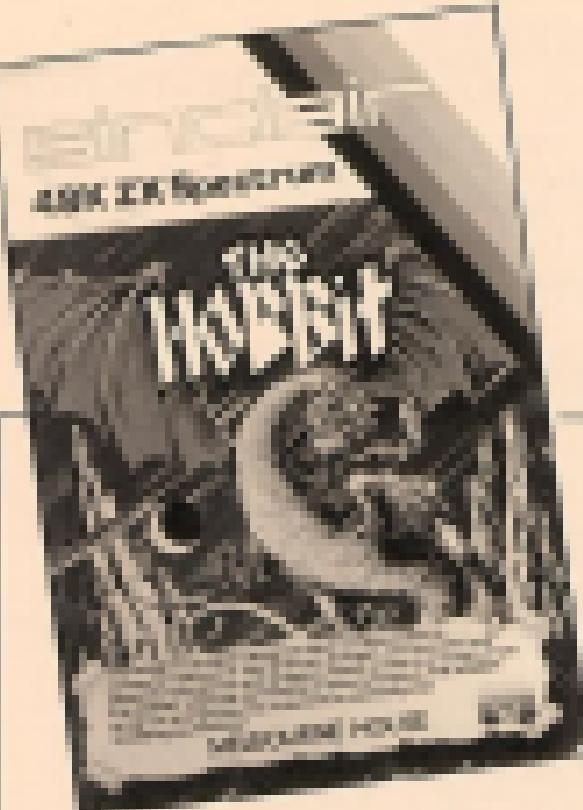
Each cassette contains programs from Over The Spectrum book, and is designed to give you the best your Spectrum has to offer.

Cassette 1 — Fruit Machine, 3-D Maze Man, Bubble Sort, Shootdown, Equations, Geometry Test, Kings and Queens, Space Escape, Laser Lander, Atom Blitz and Chess.

Cassette 2 — Asteroids in Space, Spectrum Clock, High Resolution Graphics, Line Plotting, Block Line Delete, Machine Code Monitor, Eliminator, User Defined Graphics for Primary Frog, Primary Frog and Adventure.

Cassette 3 — Leapfrog, Number Reversal, Blackjack, Payroll, Sales Analysis, Possessions Evaluation, Spectrum Invaders, Meteor Storm and Dropship.

These cassettes are for any Spectrum



THE HOBBIT

By
Veronica Blagden &
Peter Minter

Visit J.R.R. Tolkien's Middle Earth with *The Hobbit*, the most exciting adventure yet devised for any microcomputer.

Based on the fantasy land described in Tolkien's classic masterpiece, you assume the role of Bilbo, The Hobbit. It is you alone who can and must overcome all the dangers that overtake you in your attempt to steal the Dragon's treasure.

You will meet all your favourite characters including Gandalf, Thorin and Gimli. Amazingly, they each have their own independent lives, can make their own decisions and act on them. And they not only react to what you do but to every other character in the adventure too!

Because of this unique feature, each time you play *The Hobbit*, events progress in a slightly different way and the further you journey into Tolkien's middle earth the more unique each visit will become.

In *The Hobbit* you become your Spectrum in ordinary English. Not only that, but you can actually talk to the other characters, answer questions they ask you and more importantly, you can even suggest to them what you would like them to do!

Beautiful pack includes:
game cartridge,
16 page book and
copy of J.R.R. Tolkien's
"The Hobbit".

But remember, because they all have their own personalities, they may not necessarily agree with you. You may ask Bilbo to read the map, and if he's in the mood he will, but if he isn't, forget it! The Hobbit is like no other program. "Characters can wander in and out of the program at their own free will and it nearly does as mad" commented Philip Morris one of the authors involved in the writing of 'The Hobbit'.

The Hobbit program follows Tolkien's original plot very closely and so a copy of his novel is included with the game to further add to your enjoyment.

This revolutionary super program brings to life one of the most exciting mythical fantasies ever written and is a milestone in microcomputer software:

"The Hobbit is far superior to any other adventure game available for the Spectrum" — 'Your Computer', "A lot of fun" — Computing Today.

"A charming adventure requiring considerable time to complete" — Computer & Video Games.

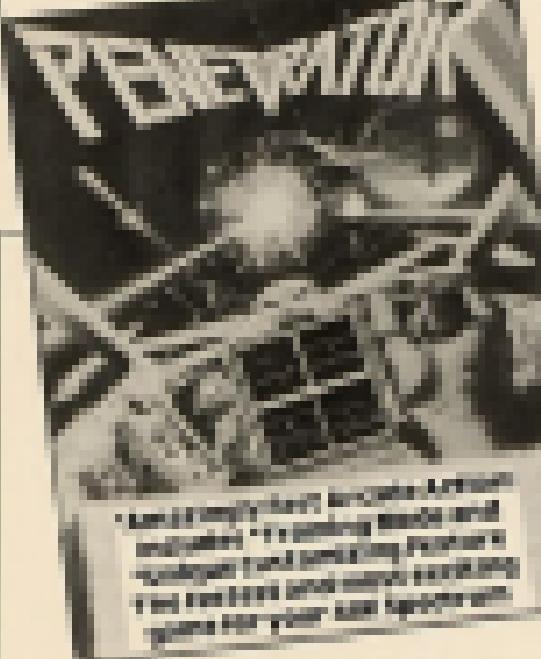
"One new adventure game stands head and shoulders above the rest. It alone almost provides you with a good enough reason to buy a 48K Sinclair Spectrum. Not only does The Hobbit provide desktops of the main scenes, but it also understands proper sentences, rather than pairs of words, for its commands. The Hobbit is a very impressive piece of software and is well worth the price" — What Micro.

For copyright reasons, this program is not available for sale in the USA.

Software Review

Reviewed by Alan

48K SPECTRUM



"Penetrator's unique features mean each time you play can become a totally different challenge. You can alter the landscape to suit your own ability and you can even choose difficult areas and add or subtract enemy vehicles and radar bases!"

PENETRATOR

By

Philip Mitchell

Superb graphics, rapid fire action and continuous sound effects combine to make Penetrator the "state of the art" arcade game for your 48K Spectrum.

As the sole survivor of a fighter squadron, your mission is to penetrate enemy defenses, destroy their neutron bomb store and return safely to base — a task almost impossible even for the toughest pilot.

Penetrator's unique customizing features mean each time you play can become a totally different challenge. You can alter the landscape to suit your own ability and you can even choose difficult areas and add or subtract enemy vehicles and radar bases!

Another excellent feature is Penetrator's training mode, that enables you to keep honing your skills until you're really in form for the real thing.

Penetrator is the No. 1 Spectrum arcade game for 1983, as shown in the Popular Computing Monthly bestseller list.

"Penetrator is my pick . . . it succeeds in being immensely playable, yet very difficult and horribly addictive." — Computer & Video Games.

"The best game ever for the Spectrum?" — ZX Spectrum User Club, Kingston.

This review is for
Spectrum with 48K memory

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